.metaserver.MetaServer.shutdown() – scariest

freecol.common.io.FreeColDirectories.deriveAutosaveDirectory() – scary, normal. Lazy initialization line 102

freecol.common.model.HighScore.readAttributes – 558, scary, normal, dateFormat

freecol.server.model.ServerUnit.csMove(Tile, Random, ChangeSet) – nullCheck redundant, commented out, line ~865

.freecol.client.control.InGameController.firstContact(Player, Player, Tile, boolean) – scary, high confidence repeated conditional test of player == null. Changed to param name ‘other’ so it reads “other == null” in the argument

freecol.server.FreeColServer.removeAutosaves(String) troubling, high conf. added a null check in if statement. Line 1220

freecol.client.gui.panel.FreeColDialog.setValue(Object) is synchronized – made get method synchronized as well – line 364

freecol.server.generator.SimpleMapGenerator.createDebugUnits(Map, Player, Tile, LogBuilder) – ofConcern, high conf.

commented out unused assignments, can be used and added at any time. Eliminated 10 bugs

Approximately 15 of the remaining 20 bugs are possible null dereferenced bugs that I was unable to fix

Took initial bug count of 48 down to 20.